

AMENDMENTS TO THE CLAIMS

1 -8. (canceled)

9. (previously presented) A distributed gaming system comprising:

a server;

a plurality of gaming consoles;

a game platform interface comprising server platform code running on the server and console platform code running on each gaming console;

a plurality of game programs stored on the server, each game program comprising a plurality of separate functional program modules which when executing are arranged to interact with each other only via functions provided by execution of the platform interface,

wherein the server platform code located in the server functions to transfer at least one of the functional program modules of one game to a console and the console platform code, operating on the console, functions to execute the at least one of the functional program modules transferred to the console to provide a game function on the console for play by a player.

10. (previously presented) A distributed gaming system as claimed in claim 9, wherein the functional program modules include a combinations program module and a graphics/audio program module and wherein execution of the combinations program module to determine a game outcome is performed on the server as a function provided by execution of the server platform code, and wherein one graphics/audio program file module is distributed to one of the consoles for execution as a function of execution of the respective console platform code to display the game outcome determined on the server to a player playing the game on the respective console.

11.-12.(canceled)

13. (previously presented) A server for a distributed gaming system which includes said server and at least one gaming console, the server including:

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a plurality of game programs stored on the server and selectable for play by a player operating one of the consoles, each game program being separated into a plurality of functional program modules:

a server component of a game platform interface comprising server platform code running on the server, whereby the server is only permitted to interact with the functional modules via functions provided by the execution of the server platform code,

the server platform code functioning to distribute one or more functional program modules of one game to a console on which the respective game has been selected to be played by a player, whereby execution of the functional modules on the console permits the game to be played on the console by the player.

14. (previously presented) A server as claimed in claim 13, wherein the functional program modules include a combination program module and a graphics/audio program module wherein execution of the combinations program module determines a game outcome of the game being played on the console and execution of the graphics/audio program module on the console displays a game outcome to a player playing a game on a console.

15. (previously presented) A server as claimed in claim 13, wherein a plurality of functional program modules are saved on the server and each of the functional program modules provides the same function for a different one of the games.

16. (currently amended) A server as claimed in claim 15, wherein the function is a currency type and / or denomination function which includes a graphical representation of a currency symbol to be displayed in association with the selected game, whereby a player selects a currency or denomination from a set of currencies and denominations with which to play a game on the console and a corresponding currency type and / or denomination program is loaded on the console.

17. (previously presented) A distributed gaming system as claimed in claim 9, wherein the server stores a plurality of files each of which provides a set of program code to provide the same function for a different one of the games.

18. (currently amended) A distributed gaming system as claimed in claim 17, wherein the function is a currency type and / or denomination function which includes a graphical representation of a currency symbol, whereby a player selects a currency or denomination from a set of currencies and denominations with which to play a game on the console and a corresponding currency type and / or denomination program is loaded on the console.

19.-55. (canceled)